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Search Results - Record(s) 11 through 20 of 23 returned.

☑ 11. Document ID: US 6514142 B1

L4: Entry 11 of 23 File: USPT Feb 4, 2003

US-PAT-NO: 6514142
DOCUMENT-IDENTIFIER: US 6514142 B1

TITLE: Picture processing device and game device using the same

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 12. Document ID: US 6504546 B1

L4: Entry 12 of 23 File: USPT Jan 7, 2003

US-PAT-NO: 6504546
DOCUMENT-IDENTIFIER: US 6504546 B1

TITLE: Method of modeling objects to synthesize three-dimensional, photo-realistic animations

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 13. Document ID: US 6468157 B1

L4: Entry 13 of 23 File: USPT Oct 22, 2002

US-PAT-NO: 6468157
DOCUMENT-IDENTIFIER: US 6468157 B1

TITLE: Game device

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 14. Document ID: US 6456289 B1

L4: Entry 14 of 23 File: USPT Sep 24, 2002

US-PAT-NO: 6456289
DOCUMENT-IDENTIFIER: US 6456289 B1
** See image for Certificate of Correction **

h e b b cg b cc e

TITLE: Animation system and method for a animating object fracture

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

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☐ 15. Document ID: US 6388667 B1

L4: Entry 15 of 23 File: USPT May 14, 2002

US-PAT-NO: 6388667
DOCUMENT-IDENTIFIER: US 6388667 B1

TITLE: Image generation device and information storage medium

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

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☐ 16. Document ID: US 6278455 B1

L4: Entry 16 of 23 File: USPT Aug 21, 2001

US-PAT-NO: 6278455
DOCUMENT-IDENTIFIER: US 6278455 B1

TITLE: Pictorial interface for accessing information in an electronic file system

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

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☐ 17. Document ID: US 6256047 B1

L4: Entry 17 of 23 File: USPT Jul 3, 2001

US-PAT-NO: 6256047
DOCUMENT-IDENTIFIER: US 6256047 B1

TITLE: Method of judging hits and computer-readable storage medium storing game data

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

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☐ 18. Document ID: US 6002401 A

L4: Entry 18 of 23 File: USPT Dec 14, 1999

US-PAT-NO: 6002401
DOCUMENT-IDENTIFIER: US 6002401 A

TITLE: User definable pictorial interface for accessing information in an electronic file system

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

h e b b cg b cc e

☐ 19. Document ID: US 5764241 A

L4: Entry 19 of 23 File: USPT Jun 9, 1998

US-PAT-NO: 5764241
DOCUMENT-IDENTIFIER: US 5764241 A
** See image for Certificate of Correction **

TITLE: Method and system for modeling and presenting integrated media with a declarative modeling language for representing reactive behavior

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 20. Document ID: US 5596693 A

L4: Entry 20 of 23 File: USPT Jan 21, 1997

US-PAT-NO: 5596693
DOCUMENT-IDENTIFIER: US 5596693 A

TITLE: Method for controlling a spryte rendering processor

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

Clear | Generate Collection | Print | Fwd Refs | Bkwd Refs | Generate OACS

Terms	Documents
animation and explosion and (345/473 |345/474 |345/475).ccls.	23

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Hit List

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Search Results - Record(s) 1 through 10 of 49 returned.

☐ 1. Document ID: US 6801930 B1

L3: Entry 1 of 49 File: USPT Oct 5, 2004

US-PAT-NO: 6801930
DOCUMENT-IDENTIFIER: US 6801930 B1

TITLE: Method and apparatus for maintaining information about users sharing the cells partitioning a computer-generated environment

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 2. Document ID: US 6778948 B1

L3: Entry 2 of 49 File: USPT Aug 17, 2004

US-PAT-NO: 6778948
DOCUMENT-IDENTIFIER: US 6778948 B1

TITLE: Method of creating a dynamic image, storage medium and program executing apparatus

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 3. Document ID: US 6742015 B1

L3: Entry 3 of 49 File: USPT May 25, 2004

US-PAT-NO: 6742015
DOCUMENT-IDENTIFIER: US 6742015 B1

TITLE: Base services patterns in a netcentric environment

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 4. Document ID: US 6715145 B1

L3: Entry 4 of 49 File: USPT Mar 30, 2004

US-PAT-NO: 6715145
DOCUMENT-IDENTIFIER: US 6715145 B1

h e b b g e e e f e ef b e

TITLE: Processing pipeline in a base services pattern environment

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

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☐ 5. Document ID: US 6686919 B1

L3: Entry 5 of 49 File: USPT Feb 3, 2004

US-PAT-NO: 6686919
DOCUMENT-IDENTIFIER: US 6686919 B1

TITLE: Method of creating image frames, storage medium and program executing apparatus

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

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☐ 6. Document ID: US 6671818 B1

L3: Entry 6 of 49 File: USPT Dec 30, 2003

US-PAT-NO: 6671818
DOCUMENT-IDENTIFIER: US 6671818 B1
** See image for Certificate of Correction **

TITLE: Problem isolation through translating and filtering events into a standard object format in a network based supply chain

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

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☐ 7. Document ID: US 6664965 B1

L3: Entry 7 of 49 File: USPT Dec 16, 2003

US-PAT-NO: 6664965
DOCUMENT-IDENTIFIER: US 6664965 B1

TITLE: Image processing device and information recording medium

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

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☐ 8. Document ID: US 6646642 B1

L3: Entry 8 of 49 File: USPT Nov 11, 2003

US-PAT-NO: 6646642
DOCUMENT-IDENTIFIER: US 6646642 B1

TITLE: Method of creating image frames, storage medium and apparatus for executing program

h e b b g e e e f e ef b e

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 9. Document ID: US 6640249 B1

L3: Entry 9 of 49 File: USPT Oct 28, 2003

US-PAT-NO: 6640249
DOCUMENT-IDENTIFIER: US 6640249 B1
** See image for Certificate of Correction **

TITLE: Presentation services patterns in a netcentric environment

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 10. Document ID: US 6640244 B1

L3: Entry 10 of 49 File: USPT Oct 28, 2003

US-PAT-NO: 6640244
DOCUMENT-IDENTIFIER: US 6640244 B1

TITLE: Request batcher in a transaction services patterns environment

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

Clear | Generate Collection | Print | Fwd Refs | Bkwd Refs | Generate OACS

Terms	Documents
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Hit List

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Search Results - Record(s) 11 through 20 of 49 returned.

☐ 11. Document ID: US 6640238 B1

L3: Entry 11 of 49 File: USPT Oct 28, 2003

US-PAT-NO: 6640238
DOCUMENT-IDENTIFIER: US 6640238 B1
** See image for Certificate of Correction **

TITLE: Activity component in a presentation services patterns environment

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 12. Document ID: US 6636242 B2

L3: Entry 12 of 49 File: USPT Oct 21, 2003

US-PAT-NO: 6636242
DOCUMENT-IDENTIFIER: US 6636242 B2

TITLE: View configurer in a presentation services patterns environment

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 13. Document ID: US 6615253 B1

L3: Entry 13 of 49 File: USPT Sep 2, 2003

US-PAT-NO: 6615253
DOCUMENT-IDENTIFIER: US 6615253 B1
** See image for Certificate of Correction **

TITLE: Efficient server side data retrieval for execution of client side applications

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 14. Document ID: US 6615199 B1

L3: Entry 14 of 49 File: USPT Sep 2, 2003

US-PAT-NO: 6615199
DOCUMENT-IDENTIFIER: US 6615199 B1

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** See image for Certificate of Correction **

TITLE: Abstraction factory in a base services pattern environment

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

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☐ 15. Document ID: US 6606744 B1

L3: Entry 15 of 49 File: USPT Aug 12, 2003

US-PAT-NO: 6606744
DOCUMENT-IDENTIFIER: US 6606744 B1
** See image for Certificate of Correction **

TITLE: Providing collaborative installation management in a network-based supply chain environment

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

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☐ 16. Document ID: US 6606660 B1

L3: Entry 16 of 49 File: USPT Aug 12, 2003

US-PAT-NO: 6606660
DOCUMENT-IDENTIFIER: US 6606660 B1

TITLE: Stream-based communication in a communication services patterns environment

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

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☐ 17. Document ID: US 6601234 B1

L3: Entry 17 of 49 File: USPT Jul 29, 2003

US-PAT-NO: 6601234
DOCUMENT-IDENTIFIER: US 6601234 B1

TITLE: Attribute dictionary in a business logic services environment

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

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☐ 18. Document ID: US 6601192 B1

L3: Entry 18 of 49 File: USPT Jul 29, 2003

US-PAT-NO: 6601192
DOCUMENT-IDENTIFIER: US 6601192 B1

TITLE: Assertion component in environment services patterns

h e b b cg b cc e

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Drawi De

☐ 19. Document ID: US 6578068 B1

L3: Entry 19 of 49 File: USPT Jun 10, 2003

US-PAT-NO: 6578068
DOCUMENT-IDENTIFIER: US 6578068 B1

TITLE: Load balancer in environment services patterns

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Drawi De

☐ 20. Document ID: US 6571282 B1

L3: Entry 20 of 49 File: USPT May 27, 2003

US-PAT-NO: 6571282
DOCUMENT-IDENTIFIER: US 6571282 B1

TITLE: Block-based communication in a communication services patterns environment

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Drawi De

Clear | Generate Collection | Print | Fwd Refs | Bkwd Refs | Generate OACS

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L2	L1 and explosion	168	L2
L1	animation and (behavior or action)	4594	L1

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1 Approximating polyhedra with spheres for time-critical collision detection

Philip M. Hubbard

July 1996 **ACM Transactions on Graphics (TOG)**, Volume 15 Issue 3

Full text available: pdf(5.63 MB) Additional Information: full citation, references, citings, index terms, review

Keywords: approximation, collision detection, interactive systems, medial-axis surfaces, spheres, time-critical computing

2 A geometric modeling and animation system for virtual reality

Mark Green, Sean Halliday

May 1996 **Communications of the ACM**, Volume 39 Issue 5

Full text available: pdf(333.31 KB) Additional Information: full citation, references, citings, index terms

3 Augmented reality / 3D modeling: A framework for the structured design of VR/AR content

C. Geiger, V. Paelke, C. Reimann, W. Rosenbach

October 2000 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: pdf(2.14 MB) Additional Information: full citation, abstract, references, citings

We describe a framework that allows to easily design and implement virtual and augmented reality worlds. Based on a structured design approach for interactive animated 3D conten we want to supply designers and content experts of complex virtual environments with a component based to olset for the structured design of the visual and abstract components of 3D applications.

Keywords: Design Framework, Interactive 3D Animation, Virtual and Augmented Reality

4 Dynamics: A practical dynamics system

Zoran Kačić-Alesić, Marcus Nordenstam, David Bullock

July 2003 **Proceedings of the 2003 ACM SIGGRAPH/Eurographics Symposium on Computer Animation**

h c g e cf c

Full text available: pdf(3.22 MB) Additional Information: full citation, abstract, references, index terms

We present an effective production-proven dynamics system. It uses an explicit time differencing method that is efficient, reasonably accurate, conditionally stable, and above all simple to implement. We describe issues related to integration of physically based simulation techniques into an interactive animation system, present a high level description of the architecture of the system, report on techniques that work, and provide observations that may seem obvious, but only in retrospect. Appli ...

5 Dynamics & modeling: Rigid fluid: animating the interplay between rigid bodies and fluid

Mark Carlson, Peter J. Mucha, Greg Turk
August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Full text available: pdf(526.54 KB) Additional Information: full citation, abstract, references, index terms

We present the *Rigid Fluid* method, a technique for animating the interplay between rigid bodies and viscous incompressible fluid with free surfaces. We use distributed Lagrange multipliers to ensure two-way coupling that generates realistic motion for both the solid objects and the fluid as they interact with one another. We call our method the *rigid fluid* method because the simulator treats the rigid objects as if they were made of fluid. The rigidity of such an object is maintain ...

Keywords: computational fluid dynamics, physically based animation, rigid bodies, two-way coupling

6 Physically based computer animation: introduction

Andrew Rosenbloom
July 2000 **Communications of the ACM**, Volume 43 Issue 7

Full text available: pdf(61.54 KB) html(9.84 KB) Additional Information: full citation, citings, index terms

7 Dynamics & modeling: A virtual node algorithm for changing mesh topology during simulation

Neil Molino, Zhaosheng Bao, Ron Fedkiw
August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Full text available: pdf(500.28 KB) Additional Information: full citation, abstract, references, index terms

We propose a virtual node algorithm that allows material to separate along arbitrary (possibly branched) piecewise linear paths through a mesh. The material within an element is fragmented by creating several replicas of the element and assigning a portion of real material to each replica. This results in elements that contain both real material and empty regions. The missing material is contained in another copy (or copies) of this element. Our new virtual node algorithm automatically determine ...

Keywords: changing mesh topology, finite elements, fracture, sculpting, virtual surgery

8 Particle animation and rendering using data parallel computation

Karl Sims
September 1990 **ACM SIGGRAPH Computer Graphics , Proceedings of the 17th annual conference on Computer graphics and interactive techniques**, Volume 24 Issue 4

Full text available: Additional Information: full citation, abstract, references, citings, index

pdf(5.82 MB) terms

Techniques are presented that are used to animate and render particle systems with the Connection Machine CM-2, a data parallel supercomputer. A particle behavior language provides an animator with levels of control from kinematic spline motions to physically based simulations. A parallel particle rendering system allows particles of different shapes, sizes, colors and transparencies to be rendered with antialiasing, hidden surfaces, and motion-blur. One virtual processor is assigned to each pri ...

9 Design galleries: a general approach to setting parameters for computer graphics and animation

J. Marks, B. Andalman, P. A. Beardsley, W. Freeman, S. Gibson, J. Hodgins, T. Kang, B. Mirtich, H. Pfister, W. Ruml, K. Ryall, J. Seims, S. Shieber

August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(1.25 MB) Additional Information: full citation, references, citings, index terms

Keywords: animation, computer-aided design, image rendering, lighting, motion synthesis, particle systems, physical modeling, visualization, volume rendering

10 Real-time, continuous level of detail rendering of height fields

Peter Lindstrom, David Koller, William Ribarsky, Larry F. Hodges, Nick Faust, Gregory A. Turner

August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**

Full text available: pdf(1.09 MB) Additional Information: full citation, references, citings, index terms

11 VR2Go™: a new method for virtual reality development

Phillip M. Sauter

February 2003 **ACM SIGGRAPH Computer Graphics**, Volume 37 Issue 1

Full text available: pdf(457.74 KB) Additional Information: full citation, index terms

12 Intuitive interfaces for animation: Sound-by-numbers: motion-driven sound synthesis

M. Cardle, S. Brooks, Z. Bar-Joseph, P. Robinson

July 2003 **Proceedings of the 2003 ACM SIGGRAPH/Eurographics Symposium on Computer Animation**

Full text available: pdf(18.32 MB) Additional Information: full citation, abstract, references

We present the first algorithm for automatically generating soundtracks for input animation based on other animations' soundtrack. This technique can greatly simplify the production of soundtracks in computer animation and video by re-targeting existing soundtracks. A segment of source audio is used to train a statistical model which is then used to generate variants of the original audio to fit particular constraints. These constraints can either be specified explicitly by the user in the form ...

Keywords: audio, multimedia, sound synthesis, soundtrack

13 Graphical modeling and animation of ductile fracture

James F. O'Brien, Adam W. Bargteil, Jessica K. Hodgins
July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3
Full text available: pdf(5.95 MB) Additional Information: full citation, abstract, references, index terms

In this paper, we describe a method for realistically animating ductile fracture in common solid materials such as plastics and metals. The effects that characterize ductile fracture occur due to interaction between plastic yielding and the fracture process. By modeling this interaction, our ductile fracture method can generate realistic motion for a much wider range of materials than could be realized with a purely brittle model. This method directly extends our prior work on brittle fracture [...

Keywords: animation techniques, cracking, deformation, ductile fracture, dynamics, finite element method, fracture, physically based modeling, plasticity, simulation

14 Graphical modeling and animation of brittle fracture
James F. O'Brien, Jessica K. Hodgins
July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**
Full text available: pdf(1.64 MB) Additional Information: full citation, references, citings, index terms

Keywords: animation techniques, cracking, deformation, dynamics, finite element method, fracture, physically based modeling, simulation

15 Modeling and animation of botanical trees for interactive virtual environments
Tatsumi Sakaguchi, Jun Ohya
December 1999 **Proceedings of the ACM symposium on Virtual reality software and technology**
Full text available: pdf(1.70 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper proposes a new modeling and animation method of botanical tree for interactive virtual environment. Some studies of botanical tree modeling have been based on the Growth Model, which can construct a very natural tree structure. However, this model makes it difficult to predict the final form of tree from given parameters; that is, if an objective form of a tree is given and it is to be reconstructed into a three-dimensional model, we have to change the parameters to reflect the s ...

Keywords: botanical tree modeling, image based modeling, natural phenomena, physically based animation (dynamics), virtual reality

16 Virtual objects in the real world
Daniel G. Aliaga
March 1997 **Communications of the ACM**, Volume 40 Issue 3
Full text available: pdf(762.36 KB) Additional Information: full citation, references, citings, index terms, review

17 Animating fracture
James F. O'Brien, Jessica K. Hodgins
July 2000 **Communications of the ACM**, Volume 43 Issue 7

Full text available: pdf(847.82 KB) html(29.65 KB) Additional Information: full citation, references, citings, index terms

18 Modeling and manipulation: Spatial transfer functions: a unified approach to specifying deformation in volume modeling and animation

M. Chen, D. Silver, A. S. Winter, V. Singh, N. Cornea

July 2003 **Proceedings of the 2003 Eurographics/IEEE TVCG Workshop on Volume graphics**

Full text available: pdf(5.09 MB) Additional Information: full citation, abstract, references, citings, index terms

In this paper, we introduce the concept of spatial transfer functions as a unified approach to volume modeling and animation. A spatial transfer function is a function that defines the geometrical transformation of a scalar field in space, and is a generalization and abstraction of a variety of deformation methods. It facilitates a field based representation, and can thus be embedded into a volumetric scene graph under the algebraic framework of constructive volume geometry. We show that when sp ...

19 Algorithms: A fast implicit integration method for solving dynamic equations of movement

Laurent Hilde, Philippe Meseure, Christophe Chaillou

November 2001 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: pdf(317.11 KB) Additional Information: full citation, abstract, references, index terms

The use of physics is a way to improve realism in Virtual Reality. In order to calculate virtual objects movement in a real-time physically based simulation, you have to solve ODE (Ordinary Differential Equations) relative to time. This solution has to be fast enough to display the scene at an interactive rate or to control an haptic device and to be as reliable as possible.We show that the use of the Euler implicit method is possible in a real-time environment. This one offers control about sta ...

Keywords: Broyden's method, ODE, control of haptic devices, implicit resolution, physically based animation, real-time simulation

20 Session P8: nature visualization: Simulating fire with texture splats

Xiaoming Wei, Wei Li, Klaus Mueller, Arie Kaufman

October 2002 **Proceedings of the conference on Visualization '02**

Full text available: pdf(1.73 MB) Additional Information: full citation, abstract, references, citings, index terms

We propose the use of textured splats as the basic display primitives for an open surface fire model. The high-detail textures help to achieve a smooth boundary of the fire and gain the small-scale turbulence appearance. We utilize the Lattice Boltzmann Model (LBM) to simulate physically-based equations describing the fire evolution and its interaction with the environment (e.g., obstacles, wind and temperature). The property of fuel and non-burning objects are defined on the lattice of the comp ...

Keywords: fire modeling, graphics hardware, lattice boltzmann model, textured splatting

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